

# Marcos Gonzalez – VFX/Game Reel

## Shot Breakdown

*Please refer to the on-screen labels in the upper left corner and video player's time counter to help identify the shots and their associated credits in the Shot Breakdown.*

### **Sins of a Dark Age - 00:04**

Promotional video. Responsible for layout; mocap camera alteration; viewport lighting; keyframe animation of the Troll.  
Software – Maya

### **Prototype 2 - 00:12**

Video game cinematic. Responsible for animation - mocap refinement and alteration. Keyframed facial animation. Keyframed hand and prop animation. Responsible for all characters on screen.  
Software – Maya

### **Crysis 3 - 00:18**

Television commercial. Responsible for mocap processing through Motionbuilder; layout in Maya; animation - mocap refinement and alteration. Keyframed hand and prop animation. Responsible for all characters on screen.

@ 00:21 'Brushing off shoulder' scene - I only did the layout, included only for continuity. Someone else animated this shot.  
Software - Maya, Motionbuilder

### **Batman: Arkham Origins - 00:32**

Video game cinematic. Responsible for animation - mocap refinement and alteration. Keyframed facial animation. Keyframed hand and prop animation. Responsible for all characters on screen.  
Software – Maya

### **Prototype 2 - 00:38**

Video game cinematic. Responsible for animation - mocap refinement and alteration. Keyframed facial animation. Keyframed hand and prop animation. Responsible for all characters on screen.

@ 00:40 'Mercer blasts out red virus vapour' scene - I did not animate this. Included only for continuity.  
Software – Maya

### **Thief 4 - 01:32**

Video game trailer. Responsible for animation - mocap refinement and alteration. Keyframed facial animation. Keyframed hand and prop animation. Responsible for all CG characters on screen.

@ 01:34 The soldiers are CG and animated by me. The two 'villagers' on screen right are live-action.  
Software – Maya

### **Batman: Arkham Origins - 01:43**

Video game cinematic. Responsible for animation - mocap refinement and alteration. Keyframed facial animation. Keyframed hand and prop animation.

@ 01:45 I did not animate the reflection on the eyeball.

@ 01:47-01:48 I did not do the scrambled montage imagery, I only animated the Joker on stage.  
Software – Maya

### **Action Study - 01:54**

Quadruped animation study, keyframed. Personal work. Rig downloaded from Creative Crash and modified by me to give the tiger shoulder blades.

Software - Maya; Audio - Jeff Bridges in "The Fisher King"; Rig - "Norman" by Leif Jeffers, Morgan Loomis, Peter Starostin, Neal Thibodeaux.

### **Once Upon A Time - 01:58**

Television show. Responsible for keyframe animation of the flying monkey.  
Software - Maya